WE'VE LAUNCHED A NEW MONEY MAKER: SUPER MOONCRESTA.™

MoonCresta launched excitement that was out of this world Now there's Super MoonCresta A world of new action added to the game for players, a world of new profit built in for you

Enemy craft now use aggressive tactics beyond colliding with player's rocket We've armed the enemy with smart bombs. The player is given ultra fast firepower The game is rapid-fire excitement for daring challenge and breathless adventure It takes real skill now to complete three rounds and re-activate the game from the top. The bottom line is more games played in any given haur ar day, more profit for you.

The enemy is dropping bombs to make players drop more coins. It's the clever kind of game strategy you expect from Sega/Gremlin. We're fortifying operators with better money-making weapons than ever Call your local Sega/Gremlin distributor and join the attack

SUPER MOON CRESTA™

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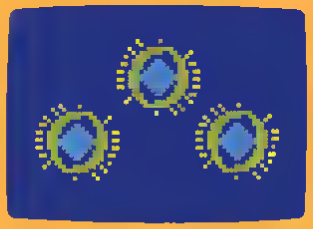
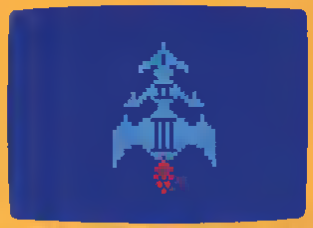
SEGA/Gremlin





SUPER MOONCRESTA. SUPER NEW ACTION, SUPER NEW PROFITS.

Stage I. Single firing laser with high mability
To reach first docking sequence Rocket I must destroy regiments of Zupus and Helicon craft heavily armed with bombs Rocket I's firepower is greater now with Super MoonCresta, and players will move through first found faster than before. When Stage II craft appears, docking must be completed within 30 seconds. Docking is accomplished with port-starboard controls for direction and retro-rocket firing to slow descent. Fast docking means high bonus points. Failure to dock means loss of all bonus points. A crash during this phase destroys the docking rocket.

Stage II. Dual Level Lasers
Rockets I and II have now joined forces for triple firing power to combat bomb-laden Mercator craft. When the last of the Mercator vessels are eliminated, RED ALERT! Taurids appear with a cross-fire of meteor showers and blast of bombs. If player is lucky enough to pass through meteors and duck bombs, second docking sequence appears. Rockets I and II dock with Rocket III for MULTI-FIRE power!

Stage III. Triple Level Lasers.
Three stage rocket now beams five high-speed lasers at oncoming Titan missiles. This is an extremely difficult round, though it appears easy to players who get this far. Only the most practiced players will complete this round to re-activate the game. Players can count on faster action and more challenge all the way. Operators can count on shorter games and more profit.

SPECIFICATIONS Upright

25½ W × 67" H × 28" D

64.77 cm W × 170.18 cm H × 71.12 cm D

290 lbs. / 132 Kg

The Super MoonCresta game is manufactured by Gremlin Industries under license from Nihon Bussan Co. Ltd. Osaka, Japan

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